

Hammerin' Harry FAQ/Walkthrough

by NESHQ_dot_com

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==== Section 01 - Revision History ====
07/10/2011 v1.00 Original FAQ

==== Section 02 - Disclaimer, Legal, and Rant ====

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Information should be free and open, including NES FAQs.

==== Section 03 - Introduction ====

I'm Andy, I run NES HQ (www.neshq.com). I don't have any particular attachment to Hammerin' Harry and there's already a perfectly good FAQ written for this game by the legendary Brian Sulpher. However, his FAQ is restricted so I thought I'd whip this one up. This FAQ is the result of my own limited experience with the game, and some background info from Hardcore Gaming 101 (see Closing Notes section for more info).

So, on to the game. Hammerin' Harry is a platformer that came to the NES in Europe, by Irem. It is a port of the arcade version, and most of the game is

intact; however, the gameplay and some of the levels aren't quite as good as the arcade version.

As for Harry himself, he's one fired-up dude. For a reason that's never quite clear, the Rusty Nail Construction company demolished Harry's home. Harry, being the type of gent who doesn't take such transgressions lightly, decided to exact revenge. As the name would suggest, he does so with a hammer. More specifically, an enormous hammer. And so begins our involvement with ol' Harry.

==== Section 04 - Basic Controls ====

- Select - Use special item.
- Start - Starts game. Pauses game during play.
- B Button - Swing hammer.
- A Button - Jump.
- Direction L/R - Move Harry left or right.
- Direction U - Hold hammer above Harry's head, protecting him from attacks from above. You can also execute a 'jumping poke attack'. To do so, hold the hammer above Harry's head, jump, and then press the B button. Although you won't see Harry swing the hammer, this is actually an attack.
- Direction D - Hold hammer in front of Harry, which uses hammer as a shield. Also, pressing B while holding down causes Harry to do a 'stun' attack, where he hammers the ground and it temporarily jolts (and shakes) enemies.

==== Section 05 - Playing the Game & Strategy ====

General Gameplay

- Harry starts with three health, it can go up to four with the use of medicine
- Enemies' hits always take off one bar of health, regardless of whether it's from an enemy or a projectile.
- Items are fixed. That is to say you'll find the same items in the same boxes every time you play the game
- Enemies re-spawn fairly quickly.
- Each level has checkpoints. If you die you go back to the nearest checkpoint you last crossed.
- Each level has a timer. Once the timer runs down to zero, you die.
- In levels where you can fall to death be careful not to jump off platforms or ladders to your death (the game shouldn't let you, but it does; chalk it up to sloppy programming).
- I think, after having played the game a fair amount, that the Cyclone Hammer is a substantially better weapon than the Megahammer. The Megahammer does more damage, but the Cyclone Hammer has the unrivaled benefit of being able to hit enemies both in front and behind Harry.

General Strategy

This is really a pretty simple side-scroller, so there's not a lot of new strategy to espouse here. Classic side-scroller advice, advance in the game and avoid being hit at all costs.

Projectiles

Projectiles can be hit with the hammer and deflected. Remember this, it's substantially easier than dodging all of them.

Stun Attack

The stun attack (see Basic Controls) is a very effective attack, especially against enemies that don't fire projectiles. Since you're already in the shield position, you can block any enemies that come from the front. Many times if you

do the stun attack enough it will bounce all of the enemies off the screen. The only major downsides of the stun attack are (1) that it is highly vulnerable to projectiles, and (2) that it doesn't work with the cyclone hammer.

---= Section 06 - Enemies =---

Note, these descriptions are written entirely by me. Obviously the 'looks like' is a fairly subjective judgement. Enemies are written here in the order they're introduced in the game.

Enemy: Demo Dude
Looks Like: Bad mall cop. Blue helmet, sunglasses, blue shirt, shorts.
Projectile: None
Notes: Basic enemy, swings a crowbar. Same guys that demolished Harry's house (hence the name).

Enemy: Pasta Punk
Looks Like: Yellow hair, sunglasses, black shirt, yellow pants.
Projectile: Pasta Bowl?!? (Yes, really)
Notes: Pasta punks jump out of the pasta bars. One out they throw a pasta bowl in an arc at our fearless hero.

Enemy: Sparky
Looks Like: Yellow hat with an 'M' on it, sunglasses, yellow jumpsuit. Sparkles when coming down the electric lines.
Projectile: None
Notes: Pretty basic enemy. Doesn't have a projectile. Jumps around a lot.

Enemy: Sewer Dudes
Looks Like: A guy popping out of a manhole.
Projectile: Boomerang manhole cover.
Notes: Sewer dudes pop up, throw a boomerang manhole cover (yes, you read that correctly), and then disappear back to the sewer. Don't run across them (even pre-throw) or you'll take a hit.

Enemy: Nailin' Ned
Looks Like: Enormous dude with a hard hat and a nailgun
Projectile: Nailgun that shoots nails in a three-round burst
Notes: Nailin' Ned shoots three nails, then stops. He has a four-hit health, but is pretty easy to kill. One method that works exceptionally well is the stun attack, since it will prevent him from firing the nailgun.

Enemy: Cement Sam
Looks Like: Mostly like a Middle Eastern terrorist. Yellow hardhat, red sleeveless shirt, blue jeans.
Projectile: Bags of cement
Notes: Cement Sam stands up on a beam and tosses down bags of cement. To kill him you'll have to hit his bags of cement back up at him. Or, if you've got the cyclone hammer, you can jump up and hit him with your hammer at the top of its arc.

Enemy: Mad Scientist
Looks Like: Vaguely like a mad scientist. Blue robe, black hair, sunglasses (of course, everyone here wears sunglasses!). You'll find him operating his super villian computer that turns on/off water.
Projectile: None
Notes: Mad Scientist takes three hits. But... After the first, his toupee flies off and you'll discover that his terrific mane of black hair was all an illusion! (Again, give the developers some credit for

injecting a little humor!) Once you kill a mad scientist the water will stop flowing and you can pass through his area.

Enemy: Bouncy Bill
Looks Like: A ninja on a pogo stick
Projectile: Himself?
Notes: Bouncy Bill comes bouncing on through on his super-ultra-charged pogo stick. You can largely ignore these jackalopes, but you can easily kill them with one shot as well.

Enemy: Pyro
Looks Like: Wears a green suit with a black facemask, and shoots fire
Projectile: Short-range flame
Notes: Very easy enemy to kill. Wait until the flames stop, then smash em!

Enemy: Fake Crate Frank
Looks Like: A crate, but then springs to life
Projectile: Fireworks?
Notes: Fake Crate Frank springs to life out of what appears to be a nice empty crate. Once he pops up he lights off some fireworks that shoot stright up and then come back down as three fireballs. Kill him between firings.

Enemy: Ninja
Looks Like: Actually, a bit like Harry
Projectile: Dynamite
Notes: The Ninja blends into his surroundings, but will come out and show himself to fight Harry. If you have a Timer, using it will make the Ninja a much easier kill. The Ninja jumps around quite a bit and throws dynamite, so dispatch him quickly... One other effective tactic is to come right up to the Ninja and do a stun attack right where he's standing. You can get right next to him while he's re-appearing out of the shadows, so this is a pretty effective tactic for killing him.

Enemy: Harpoon Hank
Looks Like: A bad guy, swimming, and shooting harpoons at Harry from above.
Projectile: Harpoons
Notes: The easiest way to kill these guys is to let them shoot a harpoon up at you, then dodge it and let it fall back down on them, killing them.

Enemy: Angry Fish
Looks Like: Fish
Projectile: None
Notes: Fish. Jumps out of water. Does damage. Simple enough.

Enemy: Jetpacker
Looks Like: A dude with a jetpack
Projectile: None
Notes: Easy enough, a dude with a jetpack. Pretty standard bad guy, the only difference that he hovers in. These are easiest killed by getting them before they get you; hop straight up and whack 'em as they come in towards you.

Enemy: Pelicans
Looks Like: Pelican
Projectile: None
Notes: The Pelicans really more harass than anything else. They kind of hang back. Kill the Homeless Musician to make them go away.

Enemy: Homeless Musician
Looks Like: Standard street-corner entertainer
Projectile: None
Notes: The Homeless Musician is a pretty harmless enemy. Killing him not only means that you won't be panhandled, but you'll also rid yourself of the pesky Pelicans.

Enemy: Wannabe Mobsters
Looks Like: Mobsters in a red car
Projectile: Bullets and grenades
Notes: Don't be put off by their arsenal; these dudes are an easy kill. Hop on the car and whack away until their car explodes.

Enemy: Scuba Man
Looks Like: Guy wearing scuba gear.
Projectile: None
Notes: Easy to kill, NBA-like leaping abilities. Keep an eye on them as they tend to leap out of the water at inopportune times.

Enemy: Mad Musician
Looks Like: Tuxedo
Projectile: Guitars (huh?)
Notes: The Mad Musician. Not sure why he's mad, or what he's doing at the Rusty Nailers' headquarters, but he's an easy kill. He tends to jump around quite a bit, but you can neutralize this minor annoyance by using our old friend, the stun attack. Works best if you can get him backed up to a wall and stun attack.

Enemy: Suits
Looks Like: Guy wearing a suit.
Projectile: None
Notes: Easy to kill, these are kind of the drones later in the game. They come at Harry armed with envelopes, presumably of high-grade paper.

Enemy: Goons
Looks Like: Guy wearing what appears to be a kimono robe.
Projectile: None
Notes: Also easy to kill, and also drones later in the game. These are bigger, but standard, bad guys who will punch Harry.

Enemy: Evil Secretary
Looks Like: Alien version of a friendly secretary
Projectile: None
Notes: The Evil Secretary was a ninja master in a previous life, and she'll impress you with her ability to do very high-flying kicks. As for you, your best course of action is to crouch near the side of the screen and just keep stun attacking.

Enemy: Statue
Looks Like: Statue
Projectile: Fireballs shot from his belly
Notes: One shot to kill. One important note here is that the Statues shots are in a set and predictable pattern. The shots always fire in the same direction (whichever it was initially firing). The shot pattern is 0 degrees (flat), 30 degrees, 60, 90 (straight up), 60, 30. Thus, the easiest way to kill the Statue is to approach it after it fires its 0 degree shot, the nail it before its shot cycle comes back down to where it could hit you.

Enemy: The Boss
Looks Like: Guy flying in a magic chair
Projectile: Money, bullets
Notes: The Boss has a magic flying chair. Who doesn't these days? More info on The Boss in the Stage 5 section.

---= Section 07 - Items =---

Note: Like the enemies, these items are listed in the order in which they first appear in the game.

Item: Cyclone Hammer
Icon: Chili Pepper
Effect: Cyclone hammer is a hammer that Harry can swing 360 degrees, allow you to hit both enemies in front and back. Only downside of cyclone hammer is that the stun attack doesn't work with it. This is probably the best weapon of the three hammers in the game.

Item: Hard Hat
Icon: Hard Hat
Effect: The hard hat is essentially +1 to health, but it only kicks in when Harry is down to one health. When at one health, if you take a hit, the hard hat takes the hit, disappears, and Harry continues to fight.

Item: Megahammer
Icon: Hammer (Maybe a small log?)
Effect: Gives Harry an enormous hammer that looks like he shouldn't even be able to wield, given it's size. Physics aside, the hammer does double damage.

Item: Timer
Icon: Clock
Effect: Slows time down for everyone by Harry. Press Select to activate.

Item: Super Jump Pants
Icon: Blue Pants
Effect: Super jump pants, as the name would indicate, give you super jumping abilities.

Item: Medicine Bottle
Icon: Medicine/Pill Bottle
Effect: Recovers one unit of health. Press Select to use.

Item: Super Bolt
Icon: Lightning Bolt
Effect: Kills all enemies on the screen. Press Select to use.

---= Section 08 - Stage 1 =---

Stage 1 - Needless Markup Shopping Maul

Ah, you do have to appreciate the bit of humor injected into the game in the Stage 1 level name! The level is pretty easy and provides an easy introduction to the game. You'll start off and the cut scene shows Harry's house being demolished by the Rusty Nail crew.

Stage Strategy:

Once the game starts you'll come across some Demo Dudes - dispatch them accordingly with the standard hammer. When you get to the pasta diner, kill the two pasta punks and then open the box right after, which will contain a cyclone hammer. Continue moving and kill some more Demo Dudes and another set of Pasta

Punks. After the next pasta diner destroy the boxes and power up with a hard hard. Following the second diner you'll run through an open area with some Sparkies. You should really just run through them and hit the ones that swing down in front of you with the cyclone hammer. Following the sparkies you'll come upon three sewer dudes; you can really just jump over them as it's not worth the effort to actually kill them. Clear the Sewer Dudes and you'll come to Nailin' Ned. As noted in the 'enemies' section, wait for Ned to shoot his three nail burst, the bust open the boxes and let him have it. Once you've killed Ned, jump into the warehouse and face off against Cement Sam. Sam is easiest dispatched by jumping and swinging the cyclone hammer (assuming you have it). If you lost your cyclone hammer, simply hit his cement bags back and kill him.

Cut Screen:

The cut screen here shows someone kidnapping a girl and Harry chasing after the villain.

Bonus Stage:

Following the cut screen a bonus level appears. In the bonus level you're supposed to hammer as many enemies as possible, and you cannot die. If you hammer 36-40 enemies you'll be rewarded with a hard hat; if you hammer 41 or more you'll be rewarded with a vial of medicine. * Credit to Brian Sulpher for the reward info *

=== Section 09 - Stage 2 ===

Stage 2 - Rusty Nail Land Development Project

Stage 2 begins with a cut screen advising Harry to act fast so that the Rusty Nailers won't be able to build their secret facility at the construction site. Stage 2 is actually - surprisingly - quite different from stage 1.

Stage Strategy:

Once stage 2 starts you'll be greeted by a Mad Scientist. Dispatch him in order to continue along, and then keep on truckin'. You'll come to a set of Bouncy Bills which are easy pickings. Get through them and you'll be rewarded with a megahammer (Cue the dramatic music)! From here you'll have to start climbing, so get to work. Early on, when it looks like you can't make the jump, there's actually a ladder on the left side of the screen, which you can climb to the next platform. Jump across the pit of spikes onto the descending platform and back off before you hit the spikes. You'll have to jump up and start climbing the ladders back across the screen, where you'll hit some Pyros. Keep in mind you can swing the hammer while on the ladders, so these guys are easy to kill. Climb up and across the remaining ladders and the game turns back into a sidescroller. The next part is slightly tricky. Make sure you jump (not fall), and then maneuver into the little crevice. Smash the box and get a hard hat, then cross the spikes. Once across you can hit the next box, which contains a cyclone hammer. Your choice as to whether or not you prefer the megahammer or cyclone hammer. After you're across, take care to avoid the ball and chain (and no, you can't kill it). Pass the ball and chain and wipe out a Mad Scientist. Keep moving and fight off a Fake Crate Frank. Go ahead and demolish the legit crates and take a Timer as a reward. After passing Fake Crate Frank you'll come across a Ninja. If you follow the steps in the 'Enemies' section to kill him you'll find it a pretty easy fight (in particular, using the stun method). Kill Ninja, then take the ladders down to the stage boss. The stage boss is a little crane. To kill it, stand under it and repeatedly execute a jumping poke attack (you did read the directions section, did you?). Four hits will kill the crane. Who pops out but our old friend, Fake Crate Frank.

Cut Screen:

After seeing Fake Crate Frank pop out of the crane and mutter something inaudible you'll see - God bless the Japanese - a pink mole creature carrying Harry's woman away. Much like the cut screen at the end of Stage 1, but with a pink mole creature...

Bonus Stage:

In what I really, really hope is an homage to Whack-a-Mole (which was popular at the time of this game's release), the bonus stage requires you to whack a pink mole that appears out of various holes on the floor and ceiling. This is probably actually the easiest Bonus Stage in the game as you can still hit the mole while it's retreating into its hole. When the mole is in the middle two ceiling holes, execute a jumping poke attack. 9-11 hits gets you a Hard Hat, while 12+ gets a Timer. * Again, credit to Brian Sulpher for reward info *

=== Section 10 - Stage 3 ===

Stage 3 - Waterfront Struggle

Stage 3 begins in much the same way, with a cut screen. This time you're advised that the Rusty Nailers are going to sell black market goods at the harbor. This is how it always starts, man; open up a nice little construction business and next thing you know your company is randomly demolishing houses and selling kilos down at the harbor. It's a real sob story, but I see it all the time.

Stage Strategy:

Stage 3 begins with you at the harbor. Immediately you can open crates to your left and get a Cyclone Hammer and Super Jump Pants. You'll notice that the Demo Dudes have ditched their blue duds (yeah, I was gunning for as many D's as possible there) in favor of some yellow threads. Start moving along the boat, using the tactic in the 'enemies' section to kill the Harpoon Hanks. Go along the dock, hit the next crate you come to, and get a medicine bottle. Use it, then continue breaking the boxes to get the next medicine bottle. Cross the spike boxes and defeat a Nailin' Ned. Once again, I recommend the stun method for Nailin' Ned, since it will stun him, deflect his nails, and hit him when he gets close enough. After knocking him out, hop in the boat for a bit of a change of pace. The boat will move by itself and it's a pretty straightforward trip across the water. Take care to save your health and dispatch the Jetpackers and Angry Fish judiciously. Get across the water, rush across the pier, pick up the Hard Hat, then keep going and kill the Homeless Musician. Hop across the water and enter the door for the stage boss. The stage boss is a group of Wannabe Mobsters. Hop on the car and whack away until the car blows.

Cut Scene:

Same old stuff here, folks. Hammerin' Harry's woman is stolen again, this time by a guy who looks a bit like Vanilla Ice.

Bonus Stage:

This is kind of an interesting little bonus stage. You'll have to hit explosive timers that drop from little tubes, presumably controlled by the whacko Vanilla Ice clone up top. Now, when you're doing this, the rightmost tube drops first, then the left two. Hit the right one first, then the left two, then the right, and so on. You should pretty easily be able to knock out 20+ if you time this right. One other important note here is that you'll lose one point each time you hit the girl, so keep an eye out for her. If you knock out 11-19 timebombs you'll be rewarded with a Hard Hat. 20+ will get you a spiffy Super Bolt.

=== Section 11 - Stage 4 ===

Stage 4 - Rusty Nailers' Building

Stage 4 begins in familiar fashion, with the game advising that you've arrived at the Rusty Nailers' headquarters, and that you shouldn't let the boss escape. As if you would...

Stage Strategy:

You will immediately start the stage and have to deal with some sewer dudes. They're just as easy as they were the first time, so plow through the first few and face your first Scuba Man. A word of caution here - being careless with your hammer can cause the pipe you're walking on to rupture. Naturally, the resulting sewage will cause damage. Once you get past a few Scuba Men and keep fighting through them and the sewer dudes; once you pass the first waterfall the box on the lower pipe contains a Megahammer. Take it if you want it. Keep on going and you'll end up at an elevator, go ahead and take it up. Once you end up in the office building you'll face the Mad Musician. As noted in the 'enemies' section, the easiest way to kill this dude is with the stun attack. Once he's done go ahead and move left, breaking down the wall as you go. Just after the wall take care to avoid the ball and chain that drops from the ceiling. Keep moving left, where you'll encounter some Bouncy Bills and another ball and chain. Knock out the box, which contains a hard hat, and take the elevator up to the next floor. On the next floor you'll have to contend with some Suits and Goons before finding another elevator. Go ahead and take it up as well. On the next floor you'll be greeted by a couple boxes, one of which contains a Cyclone Hammer, and a friendly looking secretary. BUT WAIT, we're at Rusty Nailers, so you know this can't be a friendly secretary. And you sir, are correct. On an side note, here is one of the glitches in this game (see Section 13). Go ahead and break through the wall. Once you do The Boss will fly off, and the secretary will walk in and morph into the Evil Secretary. Now, if you've been paying attention to anything I've said so far then you took the Cyclone Hammer in the not-yet-Evil Secretary's office. When you get into the office walk over to the side and, while just off the side of the office, crouch and just swing away. The Evil Secretary will keep trying to flying kick you, and you'll just keep hammering her for an easy victory.

Cut Screen:

Blah blah blah, same old stuff. The Boss escaped into his mansion. Don't let him escape again.

Bonus Stage:

None, time for you to go save your woman!

---= Section 12 - Stage 5 =---

Stage 5 - Rusty Nailers' Boss Mansion

Stage Strategy:

Begin the stage and get both crates, as they contain a Hard Hat and a Super Bolt. Fight off your first Statue, jump OVER the elevator, and break the box for a Megahammer. Take the elevator up and be prepared to fight some Demo Dudes, some of whom will pop out of the wall. Go up the stairs, then jump off the boxes to reach the next level. Here you'll find a couple more (larger) statues; the same strategy applies. Keep in mind that you can use the hammer to block while approaching the far statue. Jump off the statue to chandelier, climb it, then hop to the fence. Once on the next level fend off the Bouncy Bills that will come through. As for the ball and chains waiting, approach each one, then back away. They'll fall to the ground and you can move on to the next one. Get to the wall and knock it down (this should be second nature by now!). Hop on the ball and chain - this one won't hurt if it hits you, although it will knock you into the spike pit - then hop down, grab the medicine, and hop across to safety. If, by the way you're wondering how to do this, walk to the edge of the ledge, then walk back left, then walk to the edge again, at which point you'll start to see

the chain swinging into view. Next up you'll come across some floating platforms and waterfalls. This is actually one of the more difficult parts of the game, as falling in the water will kill you and the waterfalls inflict 1 damage. The best thing to keep in mind here is that if the waterfall in front of you hasn't stopped running you can do a vertical jump and the floating platform will rise back up to the surface. It also helps to remember that you need to already be moving to effectively jump from platform to platform. So, in addition to the vertical jump you can walk back and forth on the platform a bit to gain a little momentum. Once across the water there is a chandelier that drips wax that, of course, does damage. There is a pattern to the wax, although it's not worth taking the time to pen down. Grab the Medicine Bottle in the box next to the chandelier and break down the wall. Once you've done that you're ready for...

THE BOSS:

So we've finally arrived at The Boss, the source of all of Harry's problems. The Boss, for some reason, rolls about town in a flying chair. The pattern for The Boss is as follows: The Boss will ascend, throw seven stacks of money, move to where he threw the money, descend, shoot a bullet, and then repeat. The key to killing the boss is to nail him when he descends. Some other interesting facts about The Boss:

- You cannot block the boss's money (from above)
- You can attack the money to deflect it
- You can block the boss's bullets with your hammer
- The boss takes 8 hits; 4 with the Megahammer

Congrats, you have no beaten the game!

=== Section 14 - Ending ===

The screen goes black, the boss shows up attached to his flying chair by wires.

Boss (on ground): I was blinded by the lure of money. What in the world did I do in my life?

Boss (on ground): You are note too late in changing your mind yet. There is more to life than getting rich.

[Harry comes and smashes The Boss; his flying chair explodes]

[The Boss pops up and is now happy and wearing a leisure suit]

Boss: Thank you, Harry. From now on, I will reform and work hard.

Screen goes blank, and then the following text appears:

"Peace has finally returned to Carpentersville. The Rusty Nailers have become law-abiding citizens and are helping rebuild Harry's House."

Hammerin' Harry congratulates you.

The IREM screen displays.

Then Harry comes back on-screen and says:

"This fight is not over yet. The next round waits for you!!"

Then, the game starts over.

=== Section 13 - Miscellany ===

A section for everything else!

Stage 4 Error:

There is a very curious error on Stage 4. When entering the Evil Secretary's office, before going into the stage boss's room, you can actually hit the Evil Secretary. As far as I can tell you can hit her an unlimited number of times

without killing her, making her a unique character in the game.

Some Scoring Basics:

Demo Dude - 50 pts
Pasta Punk - 100 pts
Pasta Punk Pasta Bowl - 20 pts
Sparky - 150 pts
Sewer Dude - 300 pts
Sewer Dude Manhole Cover - 100 pts
The Boss (per hit) - 60 pts
The Boss (money stack) - 10 pts
-- Way incomplete, I know! --

---= Section 14 - Stage Game Genie Codes =---

Note: I believe these only work on the Japanese release of Hammerin' Harry,
(Ganbare Daiku no Gensan):

Infinite Lives - C29F87A8
Infinite Energy - C2F077DB
Infinite Energy - 2DFB7F6B
Infinite Special - A22F57D7
Invincibility (Must hit an enemy once.) - 2D22E767

---= Section 15 - High Scores & Time Records =---

High Scores:

Standard Game - 100730 (AndrewM)*

* I provide this not to brag, but as a point of reference.

Speed Records:

TAS - 7:11

---= Section 16 - Closing Notes, Credits, and Thanks =---

I would like to give a particular shoutout to Hardcore Gaming 101, which has a really solid writeup on Hammerin' Harry, which is available at:
<http://www.hardcoregaming101.net/hammerin/hammerin.htm>. Having the background from this site definitely helped me pick up the game. So although no quotes are used directly, they deserve credit for the background info provided in section 3 above.

Please be sure to check out NES HQ at www.neshq.com, which is the most popular NES-specific site on the Internet. Maybe you'll feel compelled to contribute to it as well and help build the most comprehensive NES resource on the net. And finally, send any questions to me at andrewm@neshq.com.